VIDEO IMAGE TYPE DETERMINATION SYSTEM, VIDEO IMAGE
PROCESSING SYSTEM, VIDEO IMAGE PROCESSING METHOD AND VIDEO
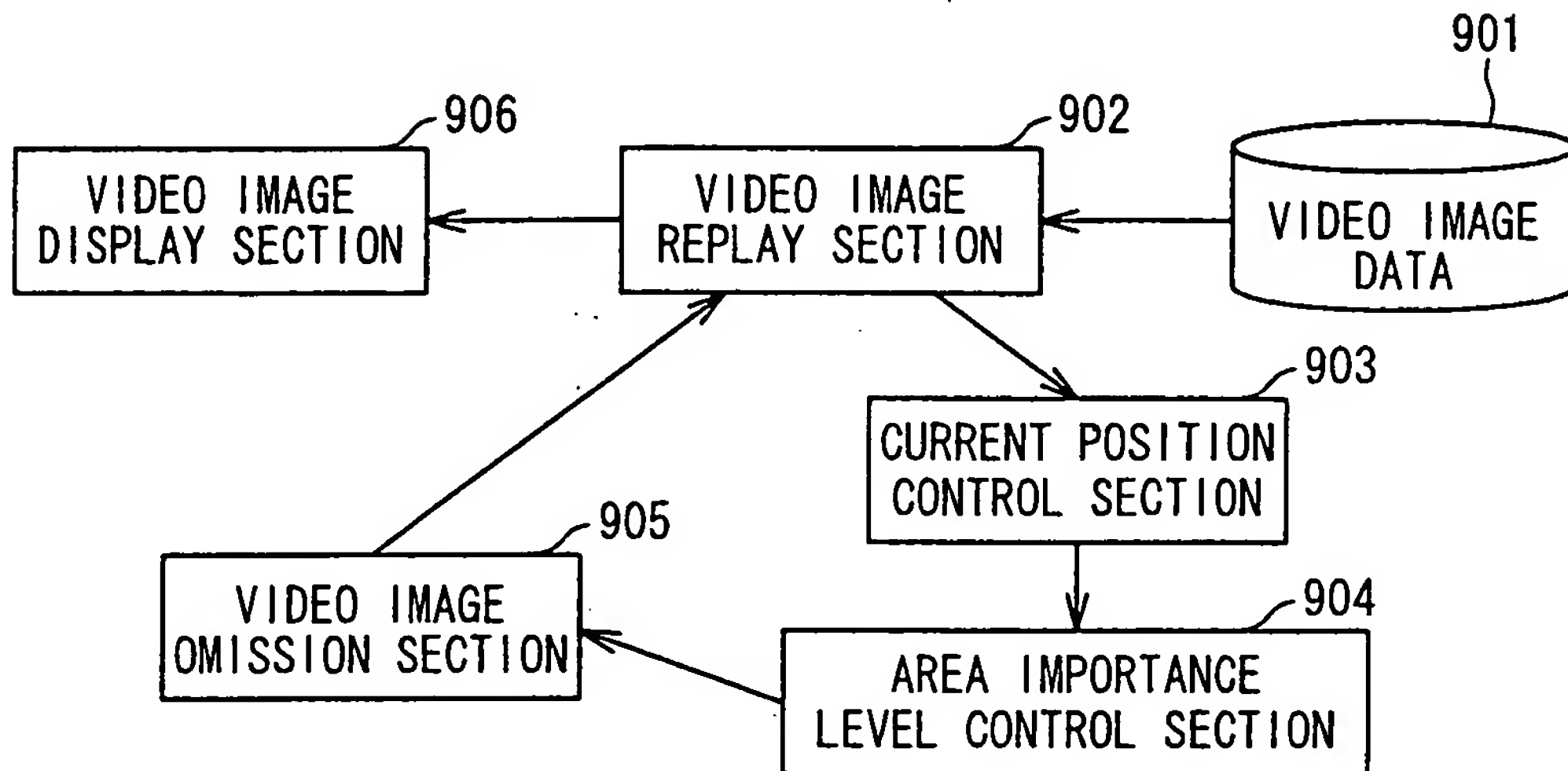IMAGE PROCESSING PROGRAM
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Fig. 1

Fig. 2

VIDEO IMAGE TYPE DETERMINATION SYSTEM, VIDEO IMAGE
PROCESSING SYSTEM, VIDEO IMAGE PROCESSING METHOD AND VIDEO
IMAGE PROCESSING PROGRAM
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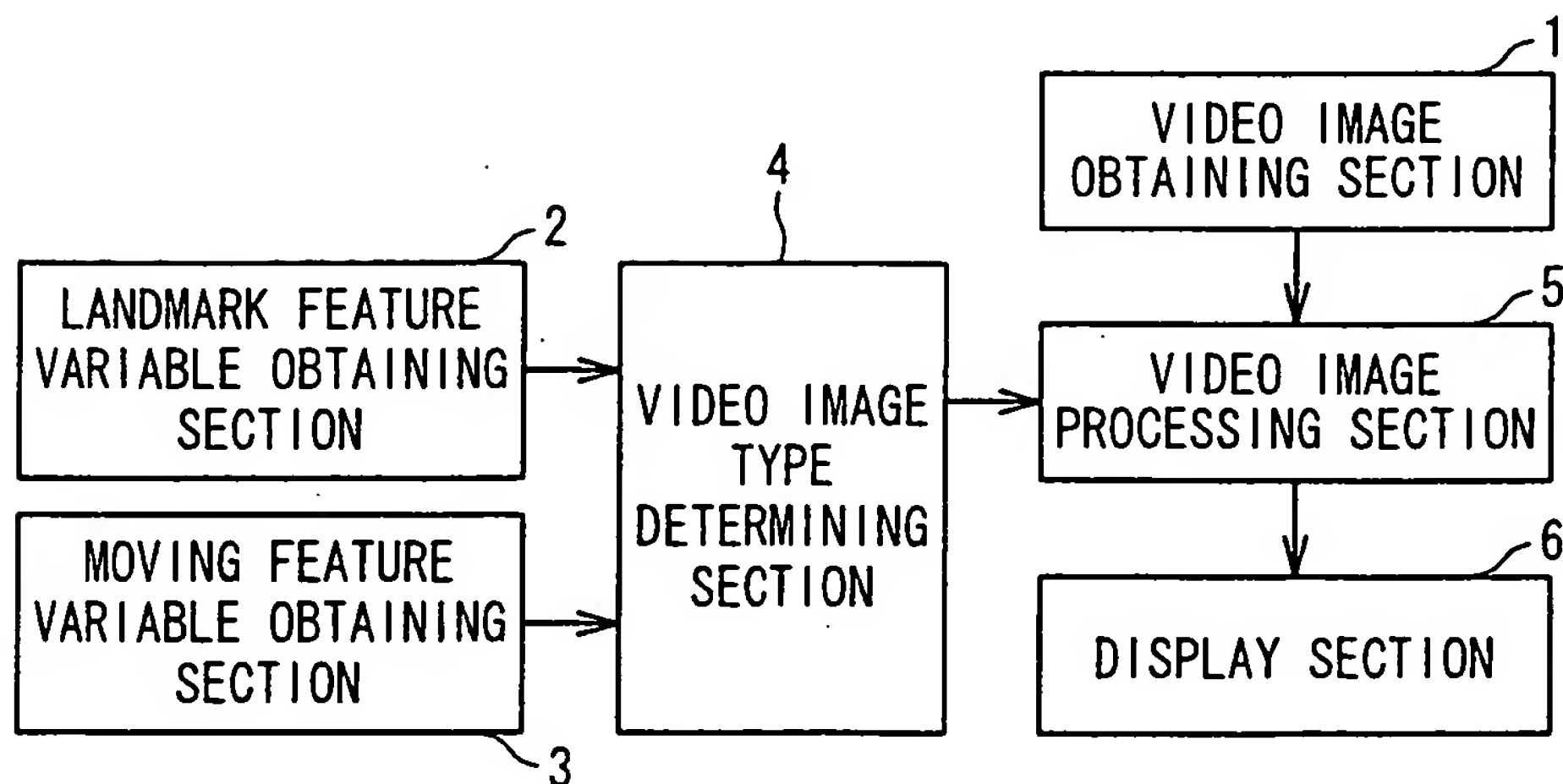20078

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Fig. 3

Fig. 4

VIDEO IMAGE TYPE DETERMINATION SYSTEM, VIDEO IMAGE
PROCESSING SYSTEM, VIDEO IMAGE PROCESSING METHOD AND VIDEO
IMAGE PROCESSING PROGRAM
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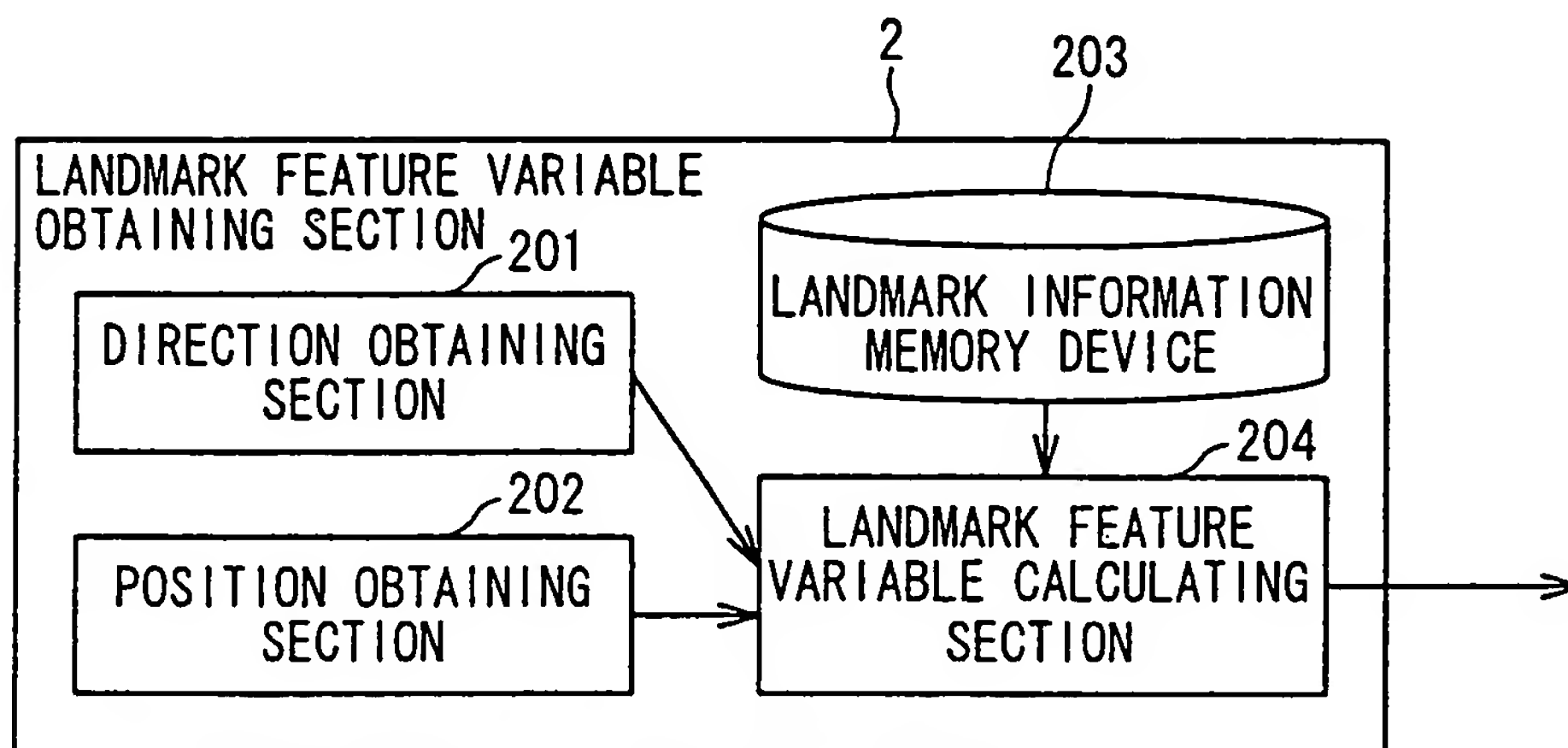
Fig. 5

VIDEO IMAGE TYPE DETERMINATION SYSTEM, VIDEO IMAGE
PROCESSING SYSTEM, VIDEO IMAGE PROCESSING METHOD AND VIDEO
IMAGE PROCESSING PROGRAM
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Fig. 6

40b : TERMINAL

VIDEO IMAGE OBTAINING SECTION — 1

VIDEO IMAGE PROCESSING SECTION — 5

DISPLAY SECTION — 6

SPEED OBTAINING SECTION — 301

POSITION OBTAINING SECTION — 402

DIRECTION OBTAINING SECTION — 201

100 : COMMUNICATION NETWORK

ROUTE INFORMATION MEMORY DEVICE — 303

MOVING FEATURE VARIABLE CALCULATING SECTION — 304

LANDMARK FEATURE VARIABLE CALCULATING SECTION — 204

VIDEO IMAGE TYPE DETERMINING SECTION — 4

LANDMARK INFORMATION MEMORY DEVICE — 203

50b : SERVER

VIDEO IMAGE TYPE DETERMINATION SYSTEM, VIDEO IMAGE
PROCESSING SYSTEM, VIDEO IMAGE PROCESSING METHOD AND VIDEO
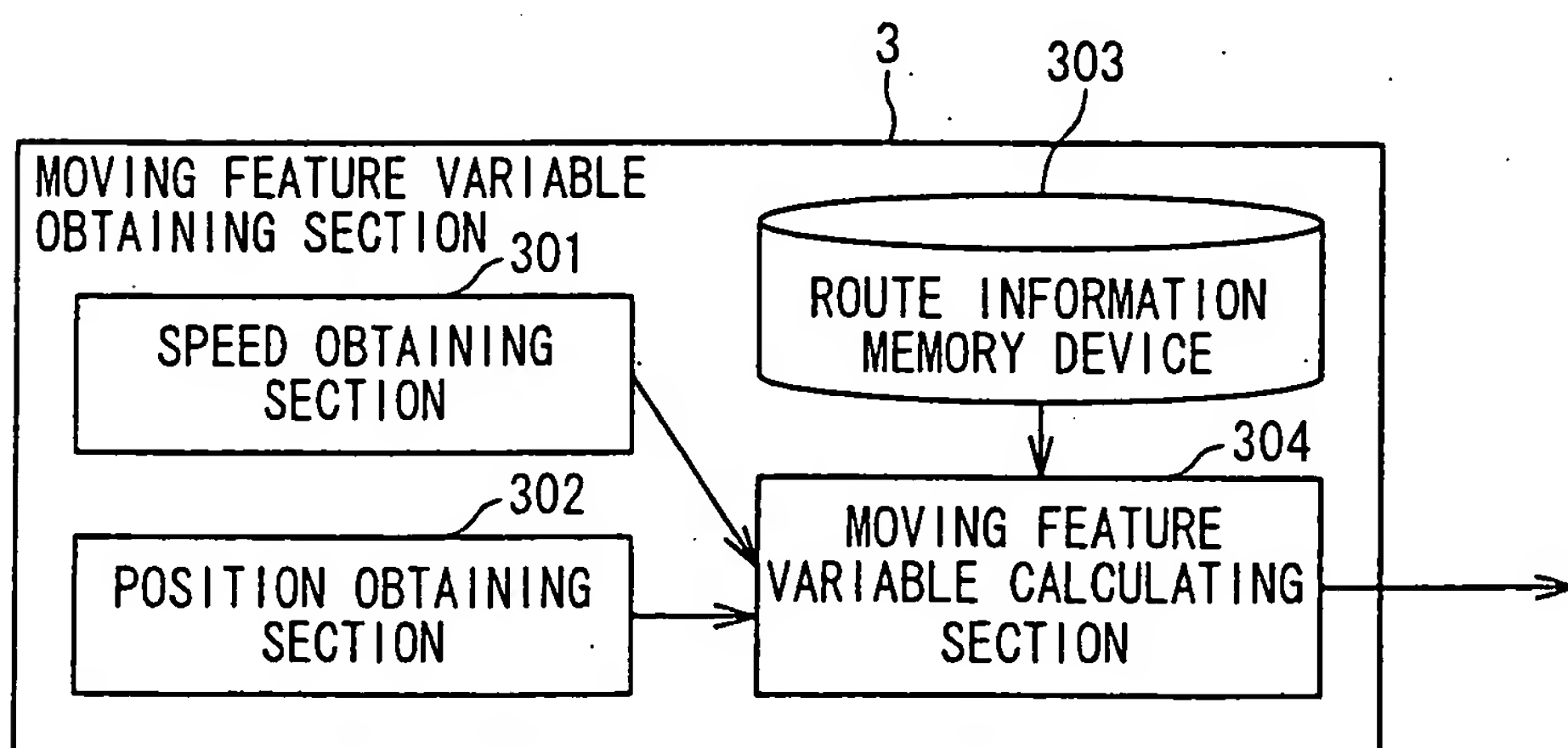IMAGE PROCESSING PROGRAM
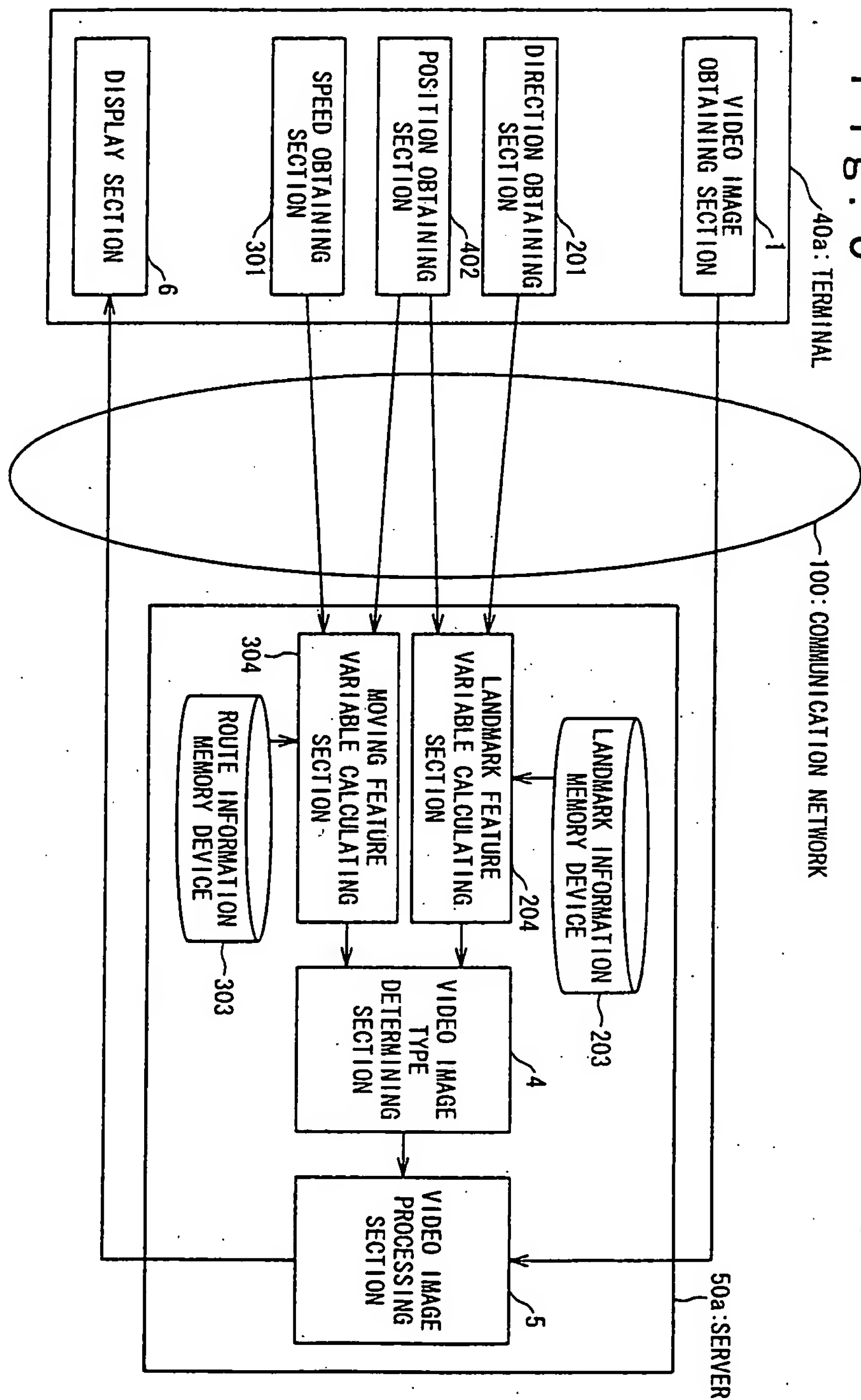Yusuke Takahashi
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Fig. 7

START

OBTAINING A VIDEO IMAGE — S1

OBTAINING PHOTOGRAPHING INFORMATION — S2

OBTAINING LANDMARK INFORMATION — S3

CALCULATING LANDMARK FEATURE VARIABLES — S4

OBTAINING MOVING SPEED — S5

OBTAINING ROUTE INFORMATION — S6

CALCULATING MOVING FEATURE VARIABLES — S7

DETERMINING TYPE OF VIDEO IMAGE CONTENTS — S8

PROCESSING VIDEO IMAGE — S9

S10

NO — WHETHER DETERMINATION PROCESS IS COMPLETED?

YES

DISPLAYING VIDEO IMAGE — S11

END

VIDEO IMAGE TYPE DETERMINATION SYSTEM, VIDEO IMAGE
PROCESSING SYSTEM, VIDEO IMAGE PROCESSING METHOD AND VIDEO
IMAGE PROCESSING PROGRAM
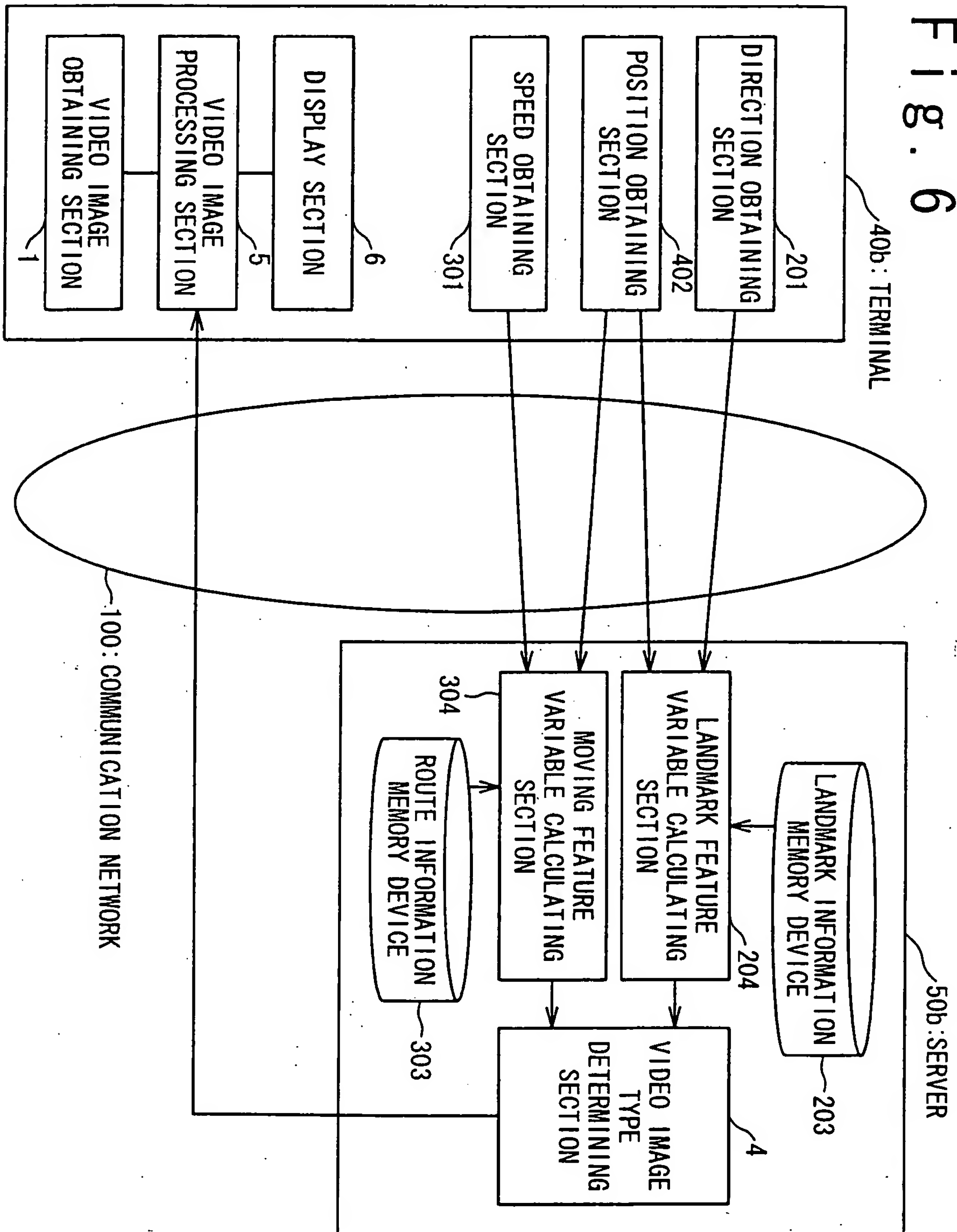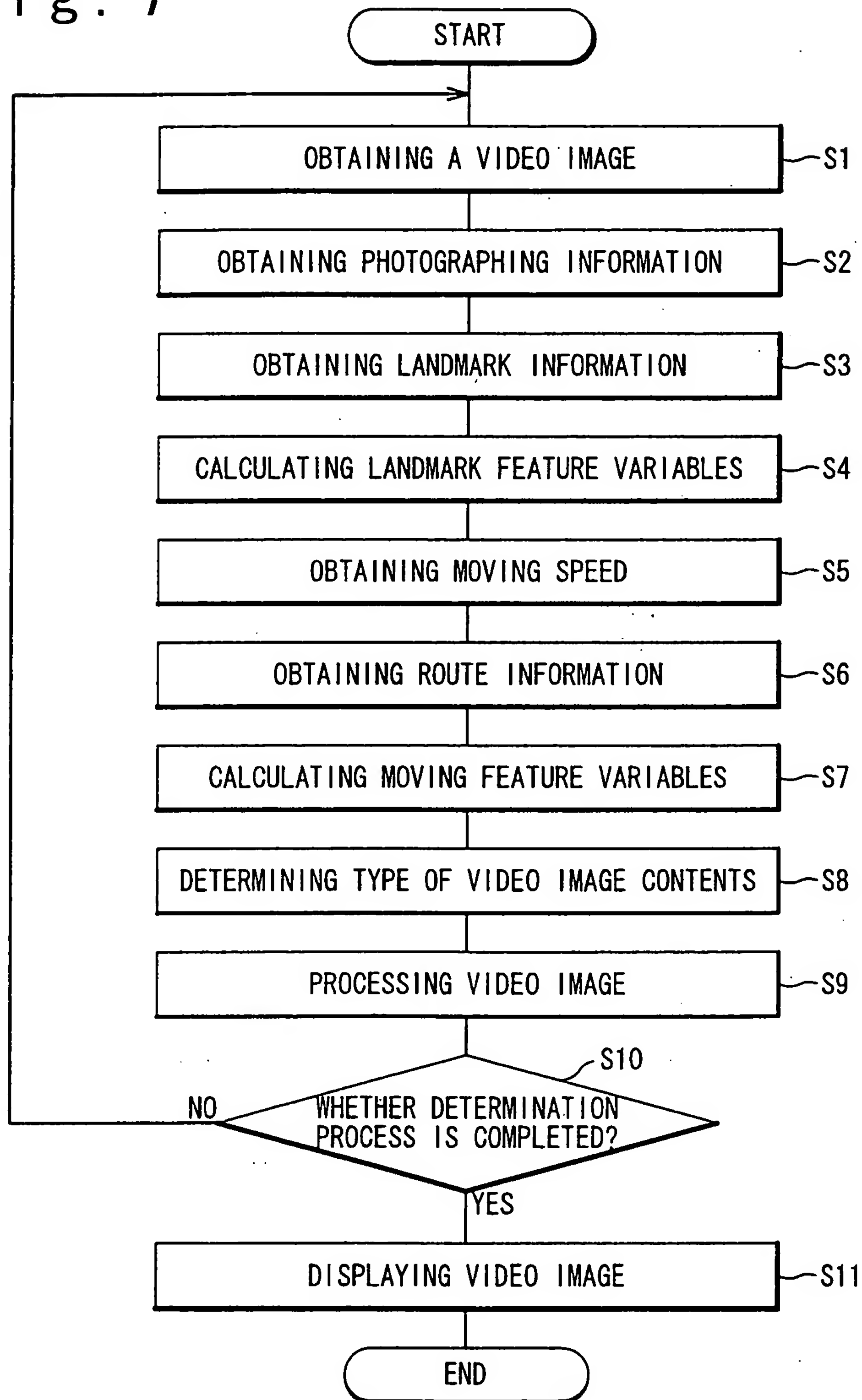Yusuke Takahashi
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Fig. 8

LATITUDE

DIRECTION

LONGITUDE

LANDMARK A

LANDMARK DISTANCE

CAMERA VIEWING ANGLE (± 25 DEGREES)

MOVING DIRECTION & CAMERA OPTICAL AXIS

MOTOR VEHICLE (PHOTOGRAPHING) POSITION

Fig. 9

LANDMARK A

HIGHT h

CAMERA VIEWING ANGLE (± 19 DEGREES)

CAMERA OPTICAL AXIS
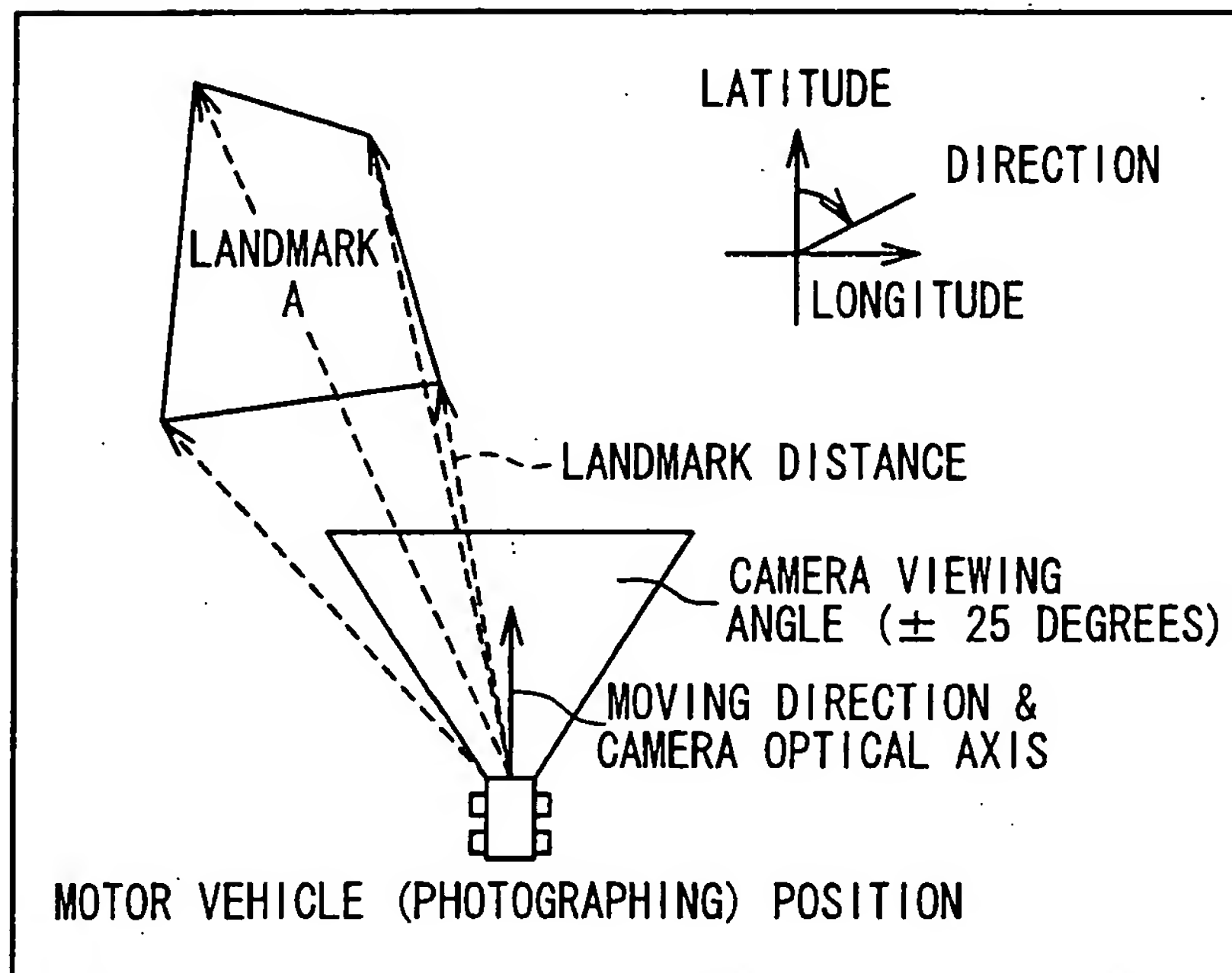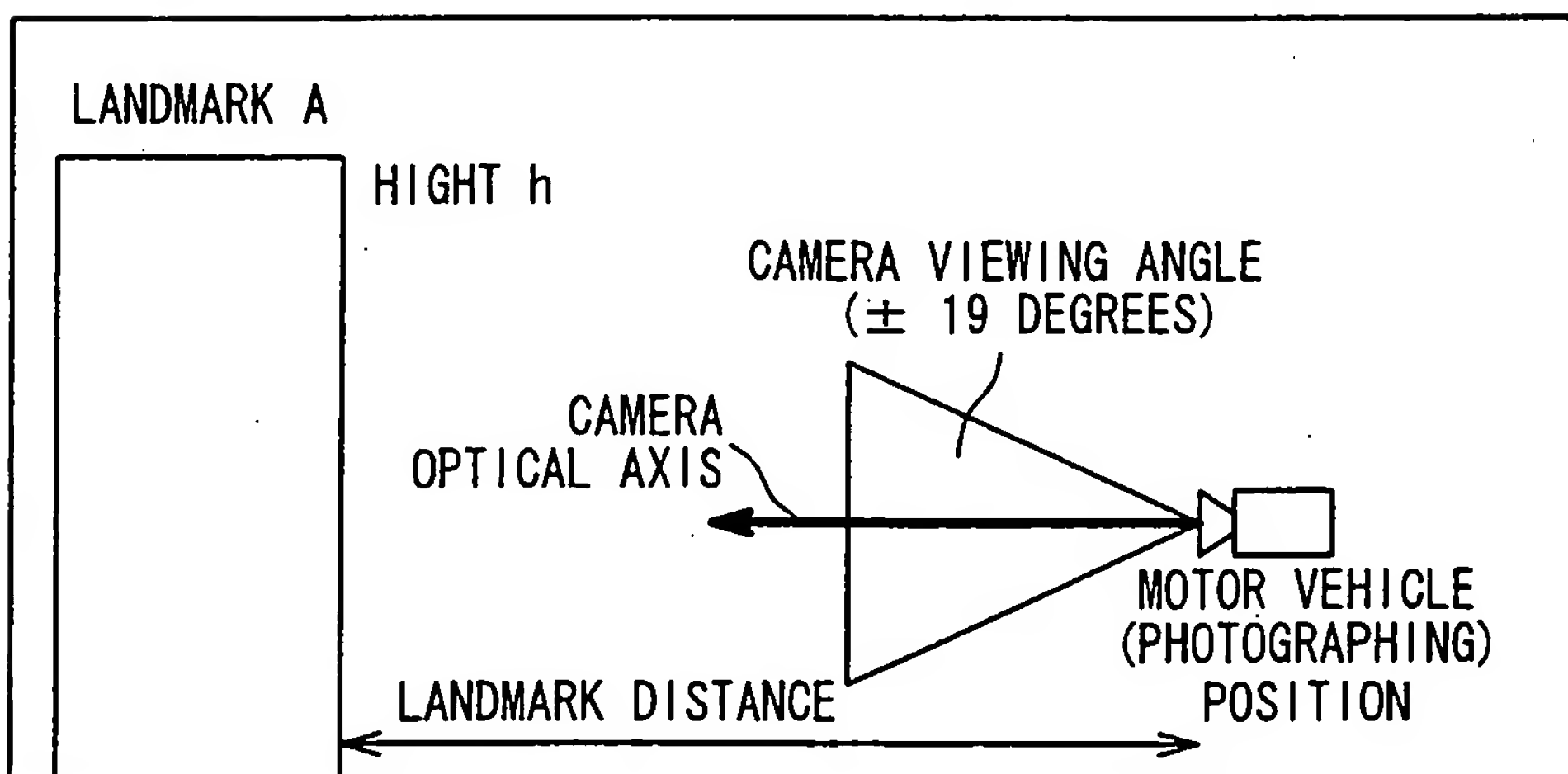
MOTOR VEHICLE (PHOTOGRAPHING) POSITION

LANDMARK DISTANCE

VIDEO IMAGE TYPE DETERMINATION SYSTEM, VIDEO IMAGE
PROCESSING SYSTEM, VIDEO IMAGE PROCESSING METHOD AND VIDEO
IMAGE PROCESSING PROGRAM
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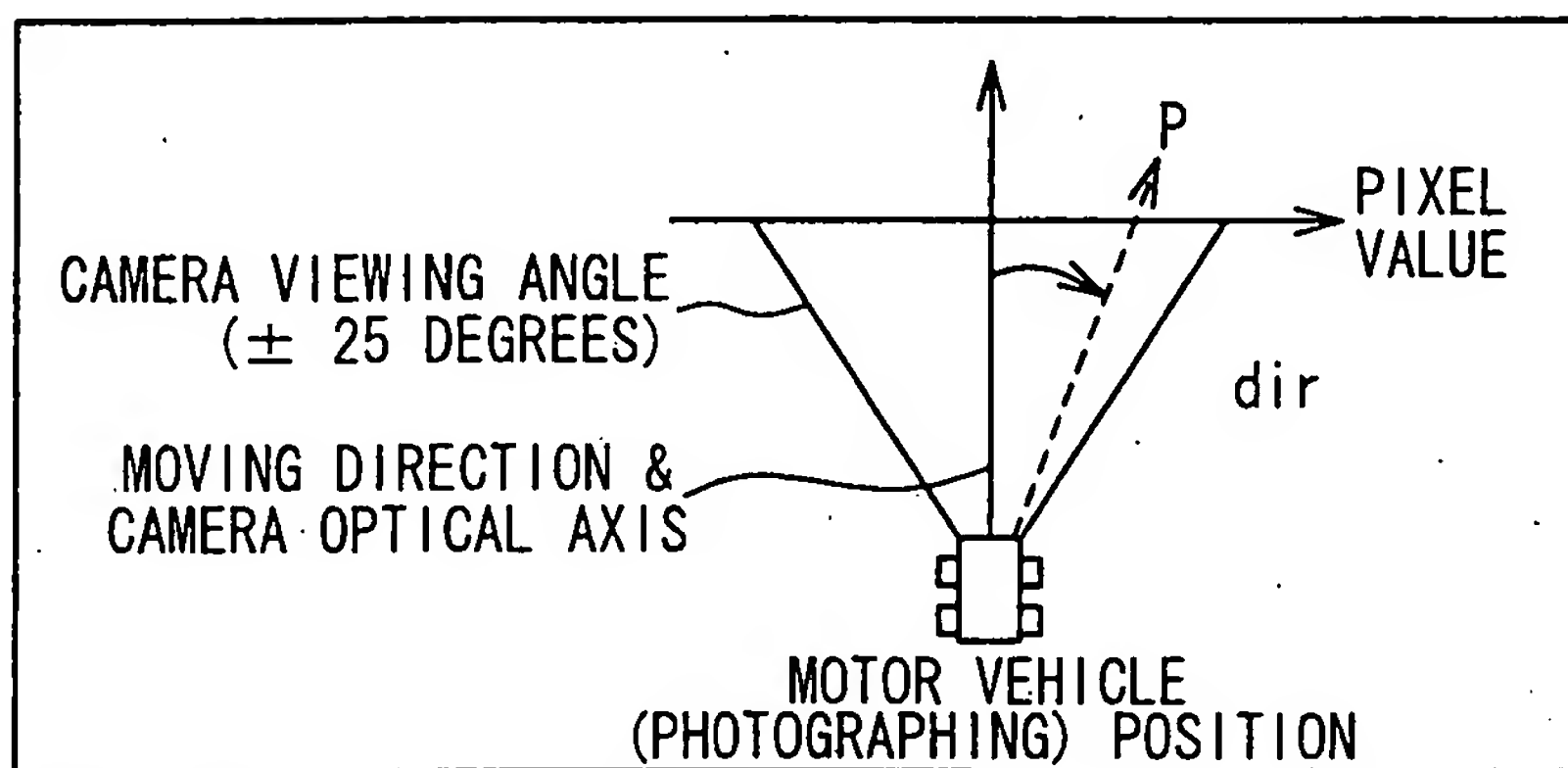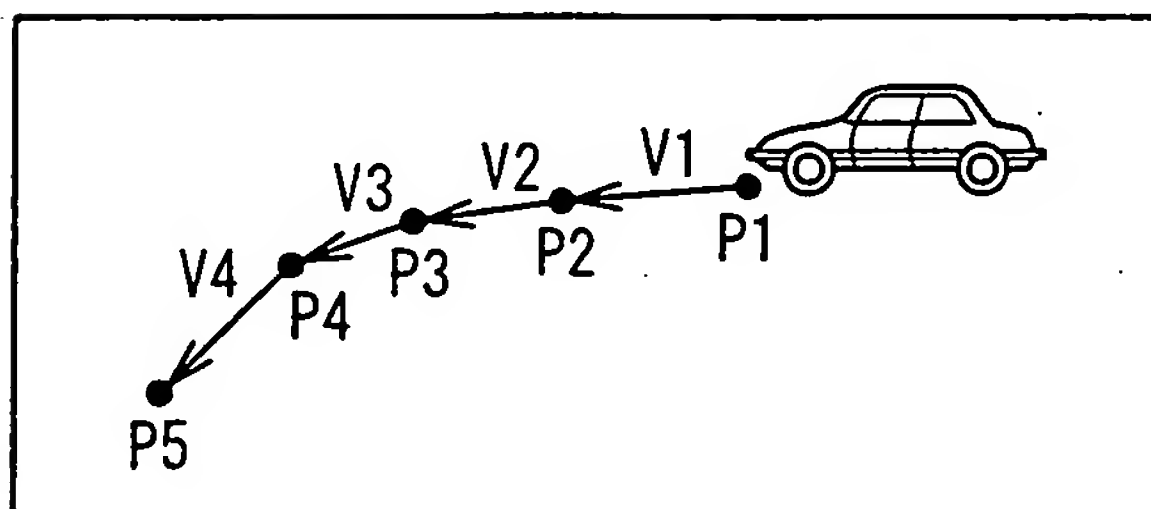20078

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Fig. 10

Fig. 11

VIDEO IMAGE TYPE DETERMINATION SYSTEM, VIDEO IMAGE
PROCESSING SYSTEM, VIDEO IMAGE PROCESSING METHOD AND VIDEO
IMAGE PROCESSING PROGRAM
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Fig. 12

USAGE PURPOSE CATEGORY	TURNING CORNER/ JUNCTION	LANDMARK	TRAFFIC CONGESTION	SIGNAL WAITING	OTHER
GRASP OF ROUTE	SLOW REPLAY/ GUIDANCE INSTRUCTION DISPLAY	WITH TICKER	SCENE CUT	SCENE CUT	HIGH-SPEED REPLAY
SIGHTSEEING	SCENE CUT	SLOW REPLAY/ WITH TICKER	SCENE CUT	SCENE CUT	SCENE CUT
OBSERVATION	SLOW REPLAY				HIGH-SPEED REPLAY

VIDEO IMAGE TYPE DETERMINATION SYSTEM, VIDEO IMAGE
PROCESSING SYSTEM, VIDEO IMAGE PROCESSING METHOD AND VIDEO
IMAGE PROCESSING PROGRAM
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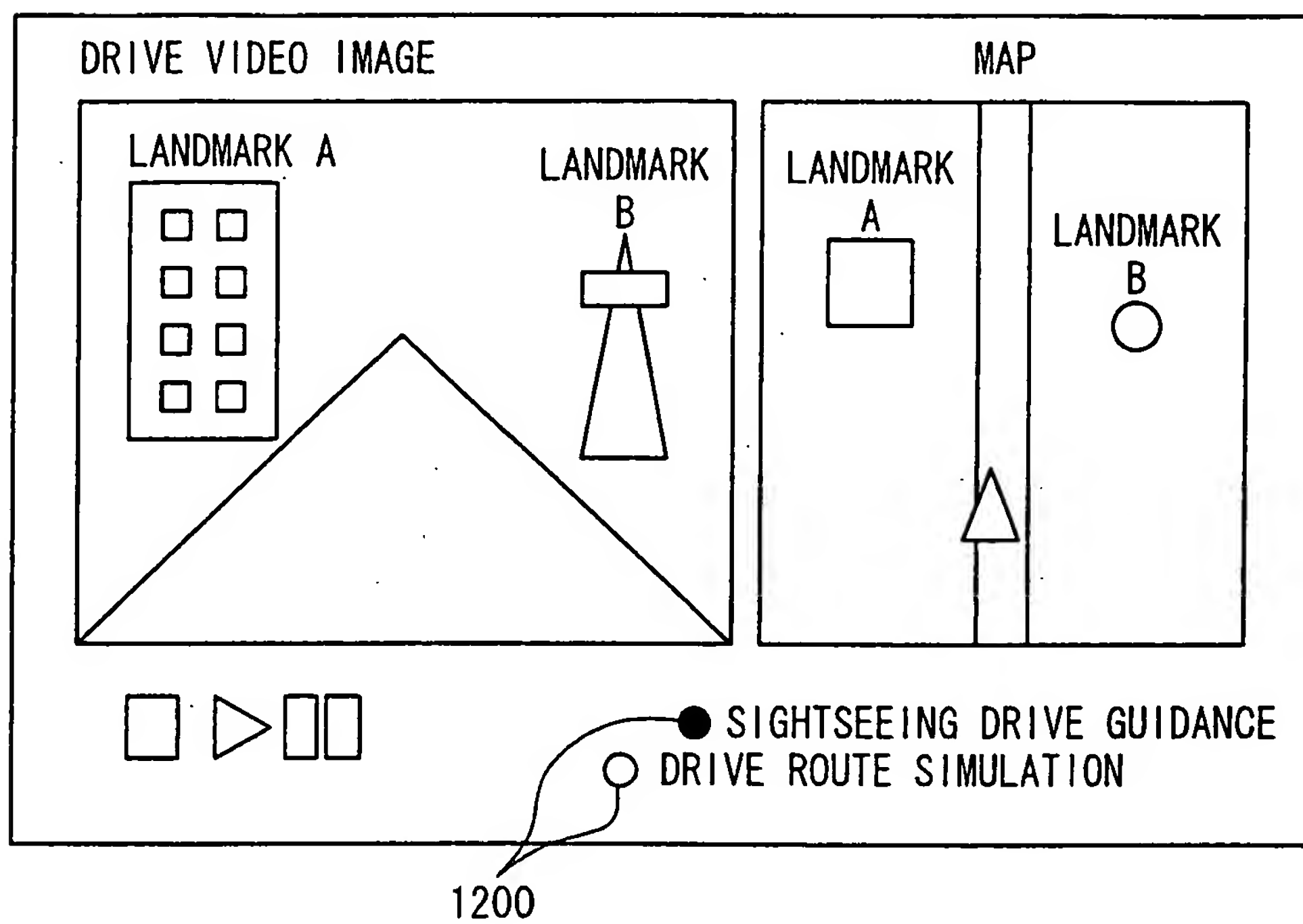# Fig. 13

VIDEO IMAGE TYPE DETERMINATION SYSTEM, VIDEO IMAGE
PROCESSING SYSTEM, VIDEO IMAGE PROCESSING METHOD AND VIDEO
IMAGE PROCESSING PROGRAM
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Fig. 14

START

OBTAINING A VIDEO IMAGE — S1

OBTAINING PHOTOGRAPHING INFORMATION — S2

OBTAINING LANDMARK INFORMATION — S3

CALCULATING LANDMARK FEATURE VARIABLES — S4

OBTAINING MOVING SPEED — S5

OBTAINING ROUTE INFORMATION — S6

CALCULATING MOVING FEATURE VARIABLES — S7

DETERMING IMPORTANCE LEVEL — S7b
NOT IMPORTANT
IMPORTANT

DETERMINING TYPE OF VIDEO IMAGE CONTENTS — S8

PROCESSING VIDEO IMAGE — S9

WHETHER DETERMINATION PROCESS IS COMPLETED? — S10
NO
YES

DISPLAYING VIDEO IMAGE — S11

END

VIDEO IMAGE TYPE DETERMINATION SYSTEM, VIDEO IMAGE
PROCESSING SYSTEM, VIDEO IMAGE PROCESSING METHOD AND VIDEO
IMAGE PROCESSING PROGRAM
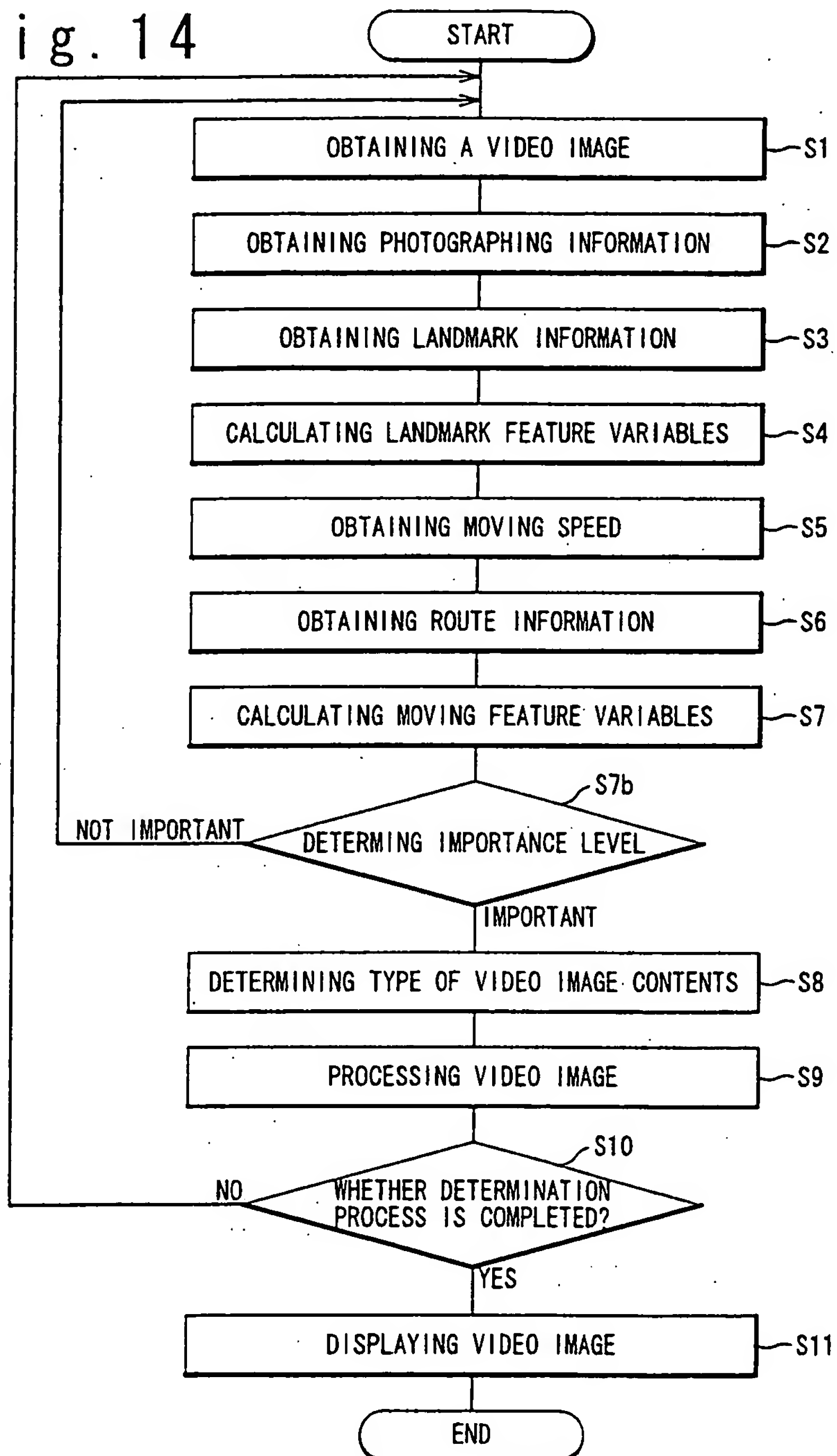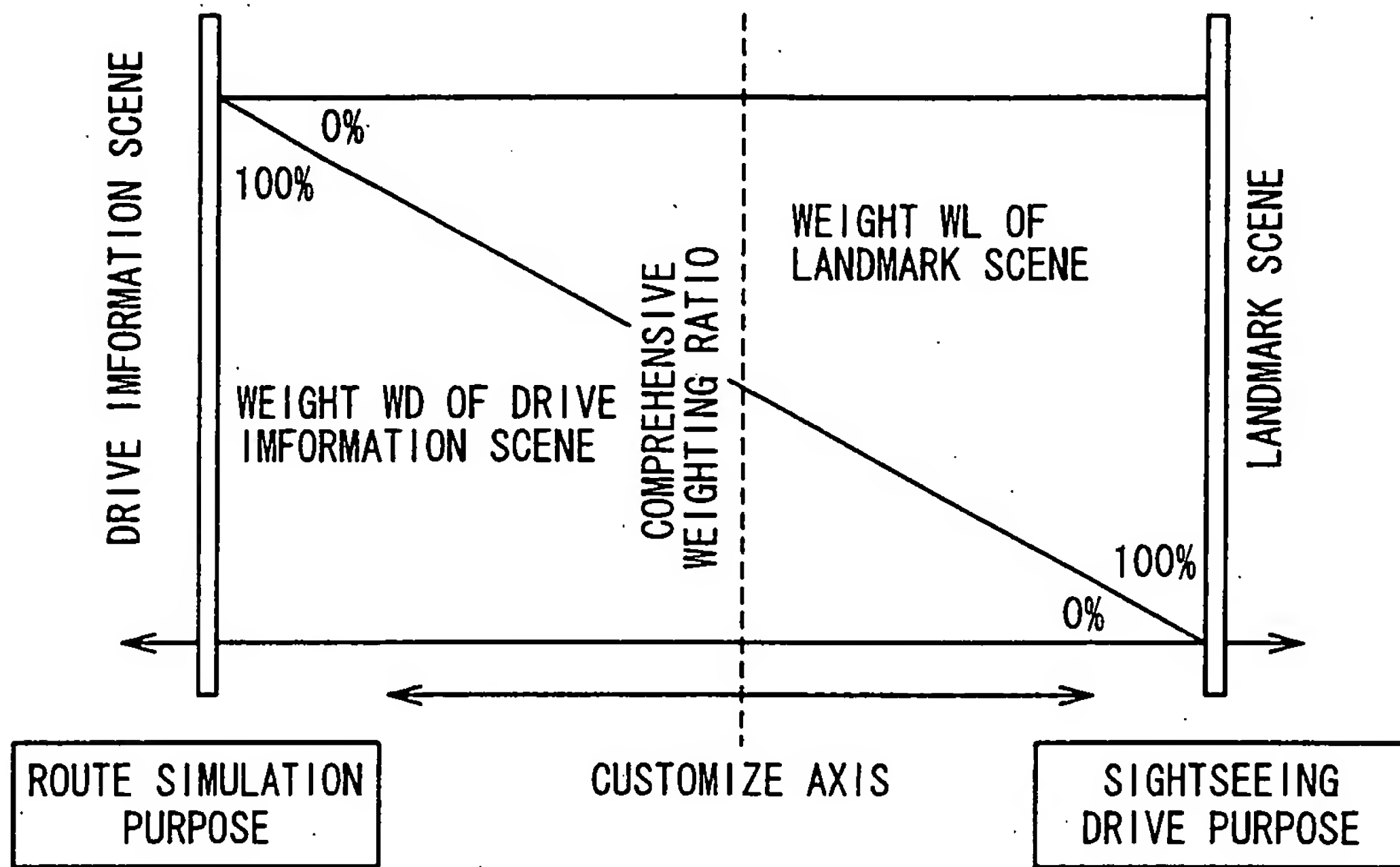Yusuke Takahashi
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Fig. 15

DRIVE IMFORMATION SCENE

0%
100%

WEIGHT WL OF LANDMARK SCENE

COMPREHENSIVE WEIGHTING RATIO

WEIGHT WD OF DRIVE IMFORMATION SCENE

LANDMARK SCENE

100%
0%

ROUTE SIMULATION PURPOSE

CUSTOMIZE AXIS

SIGHTSEEING DRIVE PURPOSE

Fig. 16

DRIVE VIDEO IMAGE

MAP

LANDMARK A

LANDMARK B

LANDMARK A

LANDMARK B

1500

SIGHTSEEING DRIVE GUIDANCE

DRIVE ROUTE SIMULATION